# IronWatch

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## EDITORS

Abbie Waters
Austin Peasley — “darkPrince010”
Donn Turner
E. McIlraith — “Crow”
Geoff Burbidge
Chris Bahnweg — “lernaean-hydra”
“OnePageAnon”

## CONTRIBUTORS

Aaron Leahy — “Sardonic Wolf”
Aaron Magno — “sewersaint”
Adam Morrow
Alex Visentin — “reVenAnt”
Alex Younger
Alistair Moore — “platemail”
Andrew Evans
Andrew Schaffert
Andre Kritzinger — ”Stratego”
Andy Beckett — “Needles”
“Arcaneshield”
“Azazelx”
“BAE”
Ben Rantall—”Bensome”
Ben Stoddard
Bil — “Orcsbain”
Blake Earle
Boris Samec — “Thane Bobo”
Boz Androic — ”The Boz”
Brad
Brad P.
C.A. Monteath-Carr — “Owesome”
Cedric Boudoya — “Boston Miniatures”
“Chamonski”
Chris Cousen — “Mister C”
Chris Davis — ”Geist”
Chris Livingstone — “stlwarrior”
Chris Schlumpberger — “Darkover”
Christopher Verspeak
Ciaran Darcy
Claudia Zuminich
“C M Minis”
“Cornonthecob”
Craig Johnson — “Spooney85”
Daniel — “Darklord”
Daniel King
Dan Reid
Dave Johns
David Burt — ”Lit Wick”
David Reid
Davyd P. Nash
“D&E Miniatures and Board Games”
Dennis Browning-Saunders
“Dorf_Pally_Dan”
Douglas Thoin
Doug Newton-Walters — “Hellebore”
“Dusty”
“Dwarf Giant”
Ender Thompson—”Civitar”
Eric Hopkins
Florian Manthey—”Titus Painting”
Frederic Ramirez
Gareth Humphreys
Gary Bomhoff
George Adsett-Knutsen
Gerry Lee
Glenn Allan
Grant Mahoney
Giuseppe Aquino — “Walac”
Guido Quaranta
Guillaume Bertin
Guy Sodin
Ian Powell
Chris Larsson—”Igel Kott”
“imm0rtal reaper”
Jack Bryant
Jack Evans — “ManticfanboyLAD”
James Chris Caron
James Hewitt
Jamie O’Toole
Jason Flint — “Weedy Elf”
Jason Moorman
Jim Kew
Joe Ketterer
Joe Murphy
John Cousen—”Mister C.”
John Hoyland — “katzbalger”
Jonathan Faulkes
Jonathan Hicks — “jontheman”
Jonathan Peace
Jon Peletis
Jose Manuel Chasco Gonzalez
Josselin Amoravain — “Joss”
Juanje
Judanas—”Ikiry0”
Kara Brown
Keith Mullumby
Ken—”dunsforddownunder”
Kenny Moncrieff
Kris Kapsner
“left64”
Leon Lynn
Liam Markey
Loic Boudoya
“Maccwar”
Malcolm Blackwell
Marcel Popik — “marseall”
Marek Vlha—”Paboook”
Maren Wolff
Mark Cox
Mark Peasley
Mark Relf
Mark Smith — “scarletsquig”
Mark Zielinski
Mart Hooiveld — “MArtyDagger”
Martin Geibner — “Summoning”
Matt — “Dustcrusher”
Matt Gilbert — “mattjgilbert”
Matthäus Mieczkowski —“Max Jet”
Matt Adlard
Matthew Beer
Matthew Lindsay
Matt I. — “JoV”
Maxwell McDougall — “Lord Marcus”
Mel Bose—”The Terrain Tutor”
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“Panda”
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Paul Mullis — “Osbad”
Paul Scott
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Pete Kijek — “Pathfinder Pete McF”
Peter Bogdasarian
Peter Grose
Peter — ”Tek Thornisson”
Raffaele Passarelli
Raymond Mercer
Richard August
Richard Rimington — ”Rimmo”
Rob Allen — “Briohmar”
Rob Burnam
Robert Dunham
Rob Phaneuf
Rob Taylor
“Rogue General Hunter”
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Ryan Shaw — “The Dire Troll”
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Shane Baker — “Shaneimus”
Shane Knerl
Sharad Vora
“Skolo”
“Sneaky Chris”
Søren Emil Rosenhøj Bay
Steicy Jourdan
Stuart Smith — “Merlin”
“Sukura636”
Tas Stacey
Taylor Holloway
Tristan Coulson — “TSNC”
Tyr E.
Vane Dolenc — ”lord_blackfang”
Vincent Pascaud
Wes Shipley
William Buchanan

# ABYSSAL TIDINGS

## A MESSAGE FROM THE EDITOR-IN-CHIEF

Welcome to the new year, and with it, a new IRONWATCH issue! I'd like to first thank you for your patience in the delay in getting this issue released; I've moved across the state (to Oregon!), and was seven hours away from my computer and Ironwatch resources for most of that time!

This issue we've got a ton of great features, ranging from painting tutorials, to epic tales and narratives, to ideas and guidelines for running your own campaigns and adding an unforgettable flavor to your own games.

If you didn't have a chance to see it, IRONWATCH GAMES has released our second full game: Mawbeast Madness! While you can see more details for the game on page 15, suffice to say it captures all of the hectic and vicious fun of trying to herd Goblins and their even-more-ill-tempered pets through the confines of a dangerous dungeon. Be sure to check it out!

Coming up soon will be the release of the second collection of IRONWATCH stories: Tales of the Stars! This mighty 400+ page tome will be free (as always!), and contain all of the amazing tales you've enjoyed from our coverage of the Warpath and Dreadball universe over the past half-decade.

Please be sure to continue submitting content, be it stories, art, photos, rules and campaign ideas, battle reports, or anything else you think we'd like! And whether you're a new reader or an old supporter, thanks for reading, and Welcome to the Watch!

--Austin Peasley

*Correction: The 'Magnetizing an Enforcer Interceptor" article last issue was by Chris Larsson, who goes by the screen handle "Igle Kott". Sorry Chris!*

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*Cover art by Boris Samec*
*Title art by Mark Peasley*

*Contact us and submit articles at:*
***ironwatchmagazine@gmail.com***

*If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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# MANTIC CALENDAR

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course).

## Repeating Events

### Mantic Monday

Tickets are £2.00 each

Every Monday, join the Mantic crew at Mantic headquarters for pickup and campaign games, playing and previewing upcoming content, and with a hobby area to assemble and paint your figures!

Mantic Games, 193 Hempshill Lane, Bulwell, Nottingham, NG6 8PF, UK

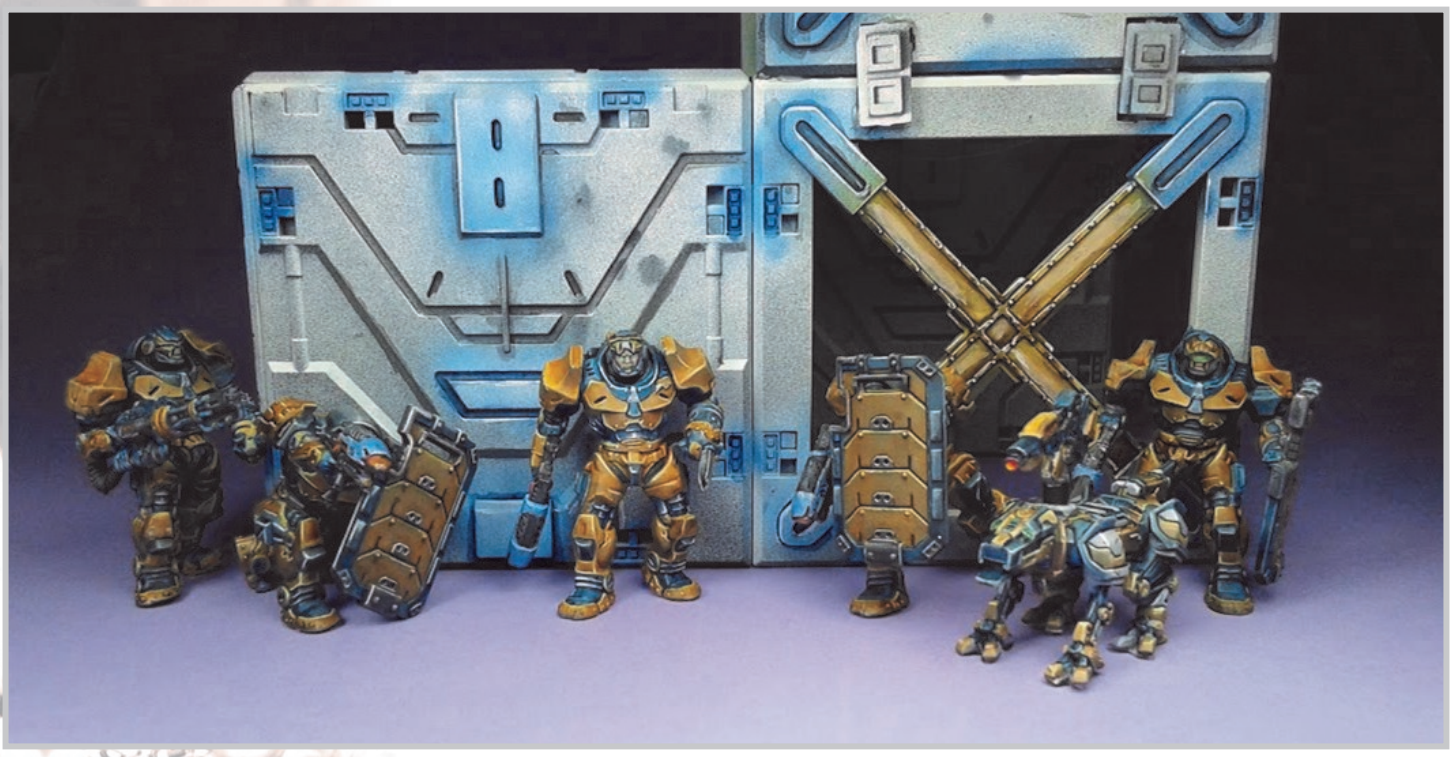
### Mantic HQ Tour

Tickets are £5.00 each

See how the spin-case models are made, tour the resin pouring room, see the famous Mantic warehouse, visit with Mantic employees, and see the studio display cabinets of amazing models!

Mantic Games, 193 Hempshill Lane, Bulwell, Nottingham, NG6 8PF, UK

*Forces of Nature Forest Shamblers and Earth Elemental by George Adsett-Knutsen*



*Deadzone Enforcers by Loic Boudoya*

## February

**2/11** **Brush With Death deadline**

The closing time will be 5PM GMT on the 5th, and the winning entries will be announced on 2/12.

Brush with Death is a chance for Mantic fans around the world to show off their painting expertise in a global competition. After being judged by the Mantic Studio Team, the winning entrant from each category will win a coveted Brush with Death trophy!

The category for December 2017 - January 2018 are Star Saga Minions. In order to enter, simply take a good, quality image of your painted model and submit it by email to brushwithdeath@manticgames.com.

**2/11** **ROBIN (Red On Blue In Nottingham)**

Tickets are £5.00 each

From 8:00 AM to 8:00 PM

We have over 35 traders already booked in, with more to follow. During the afternoon of the show we will be having some seminars with some of the Industries best. We will also have a 'design studio' including concept art, sculpting, painting, airbrushing etc.

Nottingham Tennis Centre, University Blvd, Nottingham NG7 2QH, UK

## March

**3/3** **Hammerhead**

Tickets are £5.00 each

From 10:00 AM to 4:30 PM

Every game at Hammerhead is visitor participation, which means that you are very welcome 'to have a go' at a wide variety of different historical and fantasy based games. Whether you're interested in Napoleonics, WWI and WWII, Ancients, Medieval, Fantasy or Science Fiction, we are sure that you will find a selection of games you would like to play.

Newark Showground, Lincoln Rd, Winthorpe, Coddington, Newark NG24 2NY, UK

**3/25** **Cannon**

Tickets are £3.00 each

From 10:00 AM to 4:00 PM

The event itself takes its name from one of Retfords more famous landmarks - The Savastopol Cannon, and features a wide range of games and traders to enjoy throughout the day!

Retford Town Hall, 17 The Square, Retford DN22 6DE, UK

*Trident Realms Naiad Heartpiercers by Florian Manthey*

*Dreadball Sirens by Darren Lysenko*

## April

**4/14** **Salute 2018**

Tickets are £10.00 each

From 10:00 AM to 5:00 PM

Salute Twenty Eighteen, run by The South London Warlords, is the biggest independent one-day wargaming and gaming event in the UK. Our aim is to promote the very best in the hobby. Held at ExCel London, there will be traders from all across the hobby along with plenty of demonstration and participation games to see and take part in.

Excel London, Royal Victoria Dock, 1 Western Gateway, London, E16 1XL, UK

*Looking for an event, but don't see it listed? We rely on the Mantic Calendar for events, so please either coordinate your event there or let us know directly if you have an event you'd like to have featured on the monthly Calendar!*

# THE IRON FORGE

Welcome back to the Iron Forge.

On display this month for you we have :

- Cedric Boudoya, with his "Mysterious Light in the Dark" Dungeon Saga diorama
- Geoff Burbidge, with his Dreadball teams and MVP, and a Dungeon Saga hero

Stay tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine@gmail.com.

Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

*Deadzone Enforcer versus Plague by Chris Schlumpberger*

# CEDRIC BOUDOYA

I am a big fan of Dungeon Saga! When the game released I went through painting the complete collection. Of course now with the new expansion there is a few more miniatures I am looking to add. Customizing my own miniatures with the adventure companion expansion is also never ending.

The mysterious light in the dungeon is subjective to let the observer decide what the hero will be facing off or what the hero might me reaching to.

When reading the rules, the display base was mentioned. I thought for a few to ...why not push my limits. I tried it last year with Deadzone with an honorable mention. I discovered then the freedom of creativity but encountered complexity coupled the hard choices to be made to the composition. This part is can be difficult. On time crunch to complete this piece I spent a few minutes over several days picking and tossing ideas. With two days to spare before the deadline of the contest I started working on the assembly of the display bases and putting the final touches to the miniatures.

Thanks to the motivation of my hobby painting friends that submitted (Geoff and

# CEDRIC BOUDOYA

Marcel) I found the energy to submit my entry just in time. I could not let them down on previous non participation again...

This time, the miniature and display base needed to showcase the Dungeon theme along with memorable Mantic Games furniture. Certainly it took more time and more work than planned. I hope to have achieve it and that you like the result.

I tried to balance colors and placement using several sketches.

The legendary Orlaf miniature sculpt is just stunning! I slightly changed its angle to give a more dynamic pose.

Overall, the atmosphere is better than I had imagine. And it all came together!

Thanks Mantic for giving me the honor to win the Death with Brush dungeon Saga Hero competition!

Please share your artwork online to inspire yourself and others to create.

# CEDRIC BOUDOYA

# GEOFF BURBIDGE

# GEOFF BURBIDGE

From the mind of Glenn Allan, this game features all the high-adrenaline excitement of racing combined with the temperamental and homicidal Mawbeast nature pitted against the devious cunning of Goblins. Mawbeast Madness uses the Dungeon Saga rules as a base to enable you to race your friends and enemies around underground tombs, forgotten lairs, and forsaken ruins!

Use hidden passages to zip across shortcuts, pick up items to improve your own odds and impede your opponent, and get into good old-fashioned brawls along the way.

Featuring custom cover art from Boris Samec, this short-but-sweet rules supplement is a must-have for those seeking to throw down a checkered flag of challenge at your next tabletop wargame session!

Google Docs High Resolution

Scribd High Resolution

Happy gaming!

*Warpath diorama by Andy Beckett*

# A BEGINNER'S GUIDE
## NARRATIVE FOR WARGAMING

**By James Caron**

How does a hobbyist build a narrative for his force? Especially if they are not Tolkien, Martin, or Lewis. Building a narrative for your force doesn't have to be a monumental task. It can be something that you do at lunch or while stuck on a bus commuting or any free moment. First off, I want to say that just like not having your army painted, you don't necessarily have to have a narrative. A narrative is for fun, it can be private, or it can be public. You can do it as a little aside to the hobby or use it to inspire the play, painting, and development of your army.

Frame Your Narrative

Before you build your narrative go ahead and frame it as much as possible. A good way to start this off is by reading existing canon and fluff on the force you are building. This will allow you to get the basic items together for your army, which is simply the who, what, where, when, why, and how.

Who- What army are you building, which units are in it, which heroes? Does the army have its own name? Do the individual units? Who are the commanders?

What- What is the mission of the army, the desires of the commander, the hope of the

soldiers?

When- Not so much a specific time the unit existed, as much as how long has the army or unit has been together. This doesn't have to be specific, but it will help develop your background.

Where- Where is your force based, where does its military priorities lie.

Why- Why does this military force exist? Why and what keeps it together?

How- How does this unit fit into the world as you imagine? How does it look? How is its command structured? How does it fight and respond to problems?

In a lot of RPG games, they have developed background systems, where a player merely rolls on a table to get ideas of how these things work. In this way I have found that if I get writers block early that I will just roll some dice until I get something that works. This takes the stress from connecting enough information to make a cohesive whole. For example, I'm terrible at naming things. I can do almost anything else besides naming things. So, I often make a random number generator through Google or in a spreadsheet to just come up with the letters I need. If I can't pick out a location for the unit, I'll do the same and look up the names

*A Forgefather ambushed by Rebs by Jamie O'Toole*

*Trident Realms army by Florian Manthey*

on the Mantica Map.

Filling in the Frame

Now that we have some basic facts together (who, what, when, etc.) usually the hard part is done and connecting those facts into a narrative of some length becomes the fun part. Usually though it's better to develop a narrative for an army in short bites and as the inspiration hits you to add on to it. You can initially develop your narrative that you use your own speech or plain English. Later you can throw in your best "Eh come over err ya gitty green". The most important thing is to get it onto paper (or a .doc/.pdf) so that you understand it.

Example

Let's say I have no idea what army I want to build, but it doesn't matter at this time. I do a random number generator and make it roll from 1-21 and compare it to the easyarmy.com list. I roll a 1, so I'm going to be building an Elf Army. I guess that the army will be about 2250 points total to start out with. Now I could even randomize the units I put into that force, in fact I have done that. Like I said if you don't like how the randomized list comes out then simply change it. But let's just say for now I want to focus on the overall army.

Now I get into my frame. Who…just rolling I roll a 6 (F), 1 (A), and 14 (N). Well there is a FAN in Infant Sea and the Forsaken Isles. Perhaps I have an Elven army that is in the Forsaken Isles in the middle of the Infant Sea. My elves, would likely be allies to the Brotherhood, who are known to be in the Forsaken Isles, as the Forsaken Order. Who have given my Elven band refuge after being forced out of the Eastern Reaches hundreds of years ago by the Twilight Kin. As such we are an elven band devoted to assisting the Brotherhood, fighting evil and freeing the Eastern Reaches of evil. So I roll three more dice…and get HOR. Well that could be the High Order of the…what?

Now this is where we can cheat a little. On the internet you can find a number of fantasy name generators…turn to one of them, and it generates an interesting name Ra-thi. So, my elves are the High Order of Ra-Thi. So just in that we have our who and a good part of our what. When…well we can maybe say that the Ra-thi reached the Forsaken Isles about 600 years ago after wandering for hundreds of years. They were not welcomed by other Elves who feared there were Twilight Kin sympathizers in their

*Dwarven regiment by Dave Johns*

*Elven army by Matt Gilbert*

ranks. Really, we have hit on almost all of the basic frames. Now to put it into a short cohesive narrative.

High Order of the Ra-thi:

Lord Inraveir stood on the parapet looking south across the sea. Six hundred years ago his grandfather arrived on these shores and signed the Treaty of Friendship with the Brotherhood's Order of the Forsaken. Tonight, there would be a celebration as elf and man came together to celebrate what had been a great partnership. But Inraveir wondered if there would be a day when this colony, the High Order of the Ra-thi, would once again chase the setting sun in their mighty fleet of elven ships with a great host to finally free the Eastern Reaches of their vile kin. He sighed, breathing out hundreds of years of humility.

In the time that the Ra-thi had joined with the Forsaken they had trained many gryphons and war eagles. They had transported the Forsaken across the sea in crusades. They had fought and died through out the known world against all foes. This was all leading to something great and Lord Inraveir smiled that at least his people held onto hope and fought for justice from their base in the Forsaken Isles.

Conclusion

A narrative for your army and your battles is not necessary, but it can help you feel happier about the time you have invested in the force. Sometimes it can even help you get through the rough patches of a loss. Lean on existing source material to help frame and fill out your narrative. Remember there is no hard and fast rules in developing a narrative, and it can be as simple or detailed as you want. Also, don't be caught up in

minor details. Roll dice, draw cards, flip a coin, throw darts. If you don't like the results just change them until you do. In my example above, I just could not come up with a name for the elven leader. I finally just picked something sort of close off the random fantasy name generator I found through a google search and edited it till I was at least happy.

So, in ways writing a narrative for your forces can be a fun past-time and doesn't at all have to be an intimidating process. May your soldiers find glory and a story in the days to come. ▪

*Dwarven Brock Riders by Dan Read*

# JOURNEY TO ARRAKK

## THE ONLY REMAINING OUTPOST OF THE AHMUNITES

**By Dave Johns**

*On first seeing Kings of War Historical I was taken with the idea of a remaining Ahmunnite outpost where magic simply couldn't exist. The backdrop to this was a lodestone, a meteorite that contained magnetic properties that neutralized all magic. Great Kings paid money to be buried in Arrakk, where they are safe from the attention of necromancers.*

*It was then a short step to imagine a great library and communities of academics looking through age old scrolls.*

**Annbella - Basilean High born.**

Emptiness, solitude. A desert holding her close in its embrace. Comforting, as the dry heat wraps itself around her, a cocoon with death as its next rebirth. Shifting her weight across the rocks she focusses on the mirages floating in front of her. Everywhere there is the evidence of death, skulls, dry desiccated flesh, occasional birds feed on the leather of old heat-dried bodies. Small animals burrow to bring this treasure to the surface. Arrakk city of the dead. She leans forward on her dry Ironwood staff, a slight figure that is the milk white of an albino, but her eyes are sharp-blue, and intense. Her only movement is the slow gaze from beneath the whitened eyebrows. Pretty, high cheekbones of the king-born are creased by years of life and, for many others, death.

In this desolate landscape she strides, the pace unchanging, years of discipline unquestioning in its obedience. Pain is the way forward.

On the second day in the doldrums of this unmoving world she pauses to check the sun and then the lodestone. Undoubtedly the lodestone is wrong, or the sun is cheating, she walks West following a path that should be North. She has been warned of this and now confidently whispers words to her staff. Nothing. She has been warned of that too.

The scenes change: first come the Stone Cairns, then Small Obelisks. As the leagues pass these became more ornate, gradually becoming taller and more angular, finally they assume a more pyramid shape. Some square, some shaped and flat sides, some stepped. No bones here, no flesh, just the markers of death. She finds a track and follows it. On the fifth day she meets the living, a caravan of goods heading the way the Lodestones sends them. Ahmunite guards beside, behind and in front, riders far away in the hills.

To Arrakk city of the dead.

'Welcome pilgrim.' The words were incongruous in this world of nothing. But I look upward toward the soldier. His smile out of place amongst the tools he carries. Allowing myself a smile I return a greeting. Then I stretch, deliberately exposing the red of the sisterhood dress and my milk white hair - usually a prerequisite to people moving back. But no-one moves, everything continues as before. I lay my staff across my knees, further stating that I am Basilean High Born and a sister of the Blessed Ones. His next question was simple and blunt, 'And what will be the manner of your burial?' My voice cracks, 'I'm here to visit the City of the Dead, not die here; imp!' Now the soldier smiles and leans back, his manner fluid and easy. Unlike that damn desert. 'You wish to

*Dungeon Saga scene by Cedric Boudoya*

*By Paul Scott*

visit the center of magic? A research project perhaps? Then go. A guide will take you.' He pauses and smiles, ' And when you decide to die we will leave your body for the Necromancers eight days march from here.' I look at him properly then, finally realizing the truth of this place. Knowledge came at a price and I shiver. The soldier smiles again ' You understand? Sign here. The gold in the veins of that staff will keep you dead and buried inside the boundary, not a pyramid but at least a small obelisk to mark your passing.' I sign and leave, walking into a square lined with the wealth of the living and those that will remain dead for eternity, or until the massive black Lodestone in the center of the square is destroyed.

As she walks across the square she takes in riches and wealth beyond imagining. Her body alive with the knowledge that, here at least, the dead would stay dead, at a price.. No magic would work within a seven day march of this very center. Here she could begin to research her past and her future, here she was safe from the undead, from the demented incantations of the Necromancers. Arrakk city of the dead, where no undead could be, and no magics could happen. A smile teased the cracks in her face, the Blessed ones have brought her to this place, now she must do their bidding. Or remain an outcast.

***

Arrakk.

A city state where magic of any description will not work, where the rich pay handsomely to be buried and stay dead, where the sorcerers, wizards, witches, warlocks and all others research in the vast library - safe from any magical 'accidents'. All is at peace in Arrakk for to be found guilty of any crime is to be left eight days march from the center of the City state - in the Ophidian desert. Arrakk keeps the secrets of the past, and the living Ahmunite Army keeps the city-state borders free from trespassers, borders that are further guarded by leagues of heat, thirst, and legions of unforgiving undead.

Here may be a future, for without magic only good can prevail…▪

*Basilean Paladins by Cedric Boudoya*

# BATTLE OF THE BOR ROAD

**By James Caron**

Prologue: The following is one of the tales of the times of Krol Fryderyk the II on the island nation of Jarocin, which is located in those islands commonly called the Drowned Republics on the map of Mantica. It is now the 838th year of the Kingdom of Jarocin and Krol (King) Fryderyk the II has recently been crowned after the death of his father.

The Kingdom of Jarocin is populated mainly by men, though there are small colonies of Dwarves and Sea Kin and other goodly folk are welcome. The north of Jarocin is covered by two great forests (Bor Jarocin and Bor Polnoc) and the northern portion of the spine of mountains that splits the island, the Gory Albin. These great swaths of wilderness have been the home for Goblins, Trolls, Giants, and other monsters since well before the Great Flood and the formation of Jarocin. The men of Jarocin and the greenskins have skirmished and warred against one another since the start of the Kingdom. But for the past few decades these clashes had fallen off.

The following is a tale that begins in the Port of Radlin, some 120 miles north of Fryderyk's court in the Capital of Gorny. Radlin is the city closest to the Bor Jarocin and has always served as one of the several defenses against the rise of the Green Wave.

**Chapter 1: The New Adventure**

A few days after the Festival of the Saints, a time when the leaves of the world begin to turn golden and orange, a band of wood cutters arrived at the Port of Radlin and presented themselves to the Captain of the Guard, for they needed aid. The cutters reported that on All Saints Day they were at work when they heard a roar and felt the ground shake from within the woods to the

*Orc Axes by Jonathan Faulkes*

*Orcs by Dan Read*

north. They heard the cracking of trees and knew that a great threat now moved toward them. The snows had come early to the peaks of the Gory Albin, a time that often signaled the stirring of the green skins to seek easier pickings out of the frozen peaks. Sometimes their wandering took them into the forests, but usually they headed into the Gem Swamps or the northern forests, Bor Polnac. Rarely some green skins would push south into the Bor Jarocin.

The wood cutters were fortunate that a horde of goblins had not approached them quietly in the night and attacked them. Sometimes goblin captives would be held for ransom and other times they would be lost, fed to some beast or troll. So, it was good fortune that some thrashing troll or other monster warned them of the approaching threat. Count Jan, the ruler of Radlin, welcomed the wood cutters to his hall that day. For the wood cutters were noble if common men, proud of their craft and an asset to his County and the nation of Jarocin.

The wood cutters spent the night recounting tales of how they had spent the months before the Festival of Saints for Jan's hall and there was much mirth and gladness in the early reunion brought about by this newest adventure.

Jan rose late into the evening and motioned to his lieutenants to accompany him, and then bid the hall continue in their merriment and comfort. His leaders gathered together in Jan's quarters and sat around a table. Aside from a single lantern and the fire in the hearth, the room was quite dark, but cozy against the Autumn chill. Jan's scribe rolled out a map of Jarocin and placed the lantern beside it on the table. Jan looked at the map a minute.

There was a time when the forests of the Bor Jarocin could easily be seen from the walls of Radlin, and though there were still stands of new growth near the city the greatest, oldest trees were now eight days north, where the cutters camp would be. "Eight days", Jan

murmured. His lieutenant's nodded in the dark room. It might be for nothing to travel north, for whatever menaced the wood cutters might have wandered away. But one could not tell how the winds blew on the other side of the river Rzeka Radlin. If a south wind carried the smell of livestock or cooking fires north from some farmsteads, then a Giant or Troll would be tempted to investigate.

Jan turned to the Captain of the Guard, "Better send riders out to the farms on the far side of the river to warn the farmers and send messengers to Bor Bridge's Tower and let them know we will be coming, and send a dispatch to Fredyrky at Gorny. Please send a boat to Pleszew and let them know we might call on them for help." Jan tapped the table and considered. It might be a single creature or a small band, but with snows coming early who could know what mischief might be stirring. Count Jan was brave but thoughtful and far from fool hardy. He could send a few heroes to scout around for a few days but that would just be impractical in the end. His soldiers he thought needed to stretch their legs and could use some more fresh air and less stale ale.

Things had been strained at times over the past few months as Radlin's garrison was now building new winter barracks with the additions of Lord Dyzek's Regiment of Heavy Pike Block, the Chobry Hilarow and Lord Ryzard's Regiment of Bowmen, Lucziek Osiek. King Fryderyk had ordered both regiments north from their own cities to help build the barracks and defend against any incursions from the mountains and the forests to the north. Lord Ryzard of Osiek was in good spirits mostly, since it was a small matter to send letters, and men home to Osiek for leave over the past few months, since Osiek was only a few days travel across the Jarocin Bay by boat. Lord Dyzek and his men though were far from home, being mountain folk hailing from Hilarow. Their manner and customs were much different and there had been some brawls, but things were beginning to settle down. Though Lord Dyzek being ordered so far from his beautiful betrothed left him often in a balance of cordiality and irritability. Jan looked to Ryzard and Dyzek, "Prepare your men for the march. We don't know how long we'll be out so gather provisions for one month". Ryzard looked hesitant, "Do you think we'll be headed into the Bor, Count Jan?"

"We can't tell at this point Ryzard…have you enough arrows for several battles?"

"We have certainly for one, should we wait for more from Gorny?"

"No, talk to the wood cutters and see if they will come with us as reserves and arrow makers, and go now to Huta Zytka the smith.

*Kingdoms of Men Hero by 'immo0rtal reaper'*

*Goblin Mawbeast and Handler by Paul Mullis*

Tell Huta we will need arrow heads, and ask if he can send an apprentice along with a wagon of scrap to mend weapons and armor, and pour arrowheads." Ryzard smiled as he stood "It will be good to stretch our legs. I will see you all at the dawn". Ryzard felt good that Jan had thought to include him in the meeting and had considered the Lucziek needs. It was not always so.

Jan next turned to his own officers. Lord Vandan, commander of the Kon Radlin, the Mounted Sergeants troop, was now an old warrior and had been Jan's chief tutor growing up, and was dear to him as his own father. Next to him was Tomislaw Pokorny, who fidgeted uneasily in the shadows, as if his pants were ill fitting and wedged in the crack of his nether parts. "Sergeant Tomislaw, are you well?" Jan asked. Pokorny jolted out of his thoughts and sat erect in his chair, "Uhhh…Count, your honor, oh uhm your grace…I…I…"

Tomislaw was the Sergeant of the Cech Radlin, the ballista for the keep. It was not a large war engine, but had been improved recently by the Master of the Green Order, Vol Bladylisc, a capable engineer and superb wizard. Though not impressive in sight it was capable of shooting a three-meter steel pike easily 300 yards with some accuracy. Jan was impressed by the little machine, though it was unproven in battle. Tomislaw was uncomfortable of course. Recently he had been but a town guardsman, but when Vol came to town he had personally selected the unremarkable soldier. Tomislaw and his corporal seemed to take to the engineering of the machine and could get a good rate of fire out of it.

Now, due to his command of an "important" prototype which included himself, a

corporal, a mule driver and wagon, he found himself invited to these meeting among commanders of brigades and regiments. “You will breakdown the Cech and get it on the wagon tonight Sergeant. Make sure you have two barrels of the steel bolts also”. Tomislaw grinned, a smile that had a few teeth missing and was punctuated in the fire light by a red nose, shiny with the finest wine from the hall festivities. His black beard, scraggily and unkept framing his face did nothing to add to the man. But behind all this Jan respected Vol’s intuition. Tomislaw, looked to respond for a second as he stood, but then quickly thought better to salute smartly and stride from the room, attempting to show purpose. Jan smiled.

Lord Vandan chuckled and stood, “Vol be praised. Well the Kon will be ready tomorrow. I expect you’ll let us scout ahead of the brigade, so we don’t have to smell Pokorny’s mules?”

“Of course,”, smiled Jan.

With Lord Vandan’s departure that left Jan and Lord Dyzek in Jan’s quarters. Jan sat for a moment listening to the fire crackle and the took in the smell. Jan suspected Dyzek was pondering something but did not press the issue. Jan wondered if he might get a pipe before bed or check over his armor. He learned that it was better for Dyzek to move glacially and let it go at that. Dyzek’s chair shifted and he leaned towards Jan. “Do you think he knew?”

*Goblins versus Trident Realms Thuul by Florian Manthey*

*Basilean Panther Riders by 'C.M. Minis'*

"He, who"?

"The young Krol of course. He sent the lads from Hilarow and Osiek here. Why? Did Vol have some crystal ball to peer into the future to tell him there would be trouble?"

Jan looked him squarely for a moment, "Honestly I don't know." He smiled, and the devil took a hold of him possibly. He leaned toward Dyzek "Hilarow doesn't have goblins and giants raiding it?"

"No, not in a very long time".

"Must be quite secure there in Hilarow", nodded Jan, "and yet you are in the midst of mountains. You would think Hilarow would be in constant peril".

"No, things are quite peaceful".

Jan, bit his lip for a second, but could not resist, "I wish I had a beautiful woman and horde of mountain men and dwarves between me and the greens here. I'd marry such a woman, surely, I would."

Dyzek, eyes widened, and he considered if it would be appropriate to throttle the Count. Then looked Jan in the face and saw the Count's smile and realized he was just sporting with Dyzek. "I'm going to marry Baroness Bri Borongara, Count, and you may attend the wedding…as our pastry chef".

Jan chuckled, "Not as the best man"?

"No, sir, that would be me".

The two stared at each other sternly and then laughed, and parted shortly after as friends. In the morning the Radlin Brigade would lay tracks into the muddy trail to the Bor Jaracin. The question on what they knew in Gorny did wrestle with Jan as he slept that night. Usually trouble happened and then the forces of Jarocin mustered. But under this new Krol, there was anticipation and preparation. Could the greens be wanting to feel out things now that Fryderyk the II was on the throne. Who knew? Jan would soon be seeing the golden leaves of the old trees and the smell of the open fields soon. Though he loved the salty mists of Radlin, a change of scenery comforted him.

In the morning the Radlin Brigade assembled outside the Count Jan's hall for a final inspection. The sky was clear and brisk with a chilled breeze coming off Jarocin Bay. Soon the port would be noisy with the sound of hammers and saws in the ship yard, and the cries of peddlers in the market place. But at this early hour only the gulls circling over the boats of the fishermen returning to the port broke the silence. The sun was now breaking over the edge of the wooden palisades that surrounded Jan's hall. Jan's father had wanted to replace these with stone from the Gor Albin, but Radlin had always done its trade in wood and though the city had grown during the past decades it was still much a frontier town.

For their part, the men looked chilled and eager to warm up on the open road. Given that they were not going to be headed back

*Goblin Heroes by Matt Gilbert*

to their tents or barrack on this day. Jan looked over his force and weighed the consequences of only having Lord Vandan's troop for cavalry support. But it would take ten days for a column of knights to reach Radlin from Fryderyk's court and though the young Krol seemed to be taking prudent measures Jan did not want the fate of Radlin to tumble on the decision to release horses to his aid.

With the column arrayed Jan looked over what he had. On his left, prepared to take the lead was Vandan's Troop of Mounted Sergeants. Then there was the Hilarow Heavy Pikes and the Osiek Bowmen. After each regiment there would be three wagons with provisions, pioneering equipment, and shelters. After the Osiek regiment would be Sergeant Tomislaw's wagon, with the ballista, extra provisions, equipment, arrows, and bolts. The wagon also had a handcart that could be assembled to help move the small ballista by hand, though Tomislaw tended to use two pack mules instead. Finally, there would be the score of wood cutters who would act as reserves and help with any fortifications or engineering. They also would be followed by a train of three wagons. Two mounted city guardsmen, who trained with Tomislaw and his corporal on the ballista, would bring up the rear and provide communication up and down the column. Satisfied with the preparations Jan addressed the Brigade.

"Good morning lads. Today we march north along the Bor Road on a journey that will take us eight days to complete. Do not worry though, I am sure you can all make it, for the wood cutters managed it themselves", he said with a wink. "I know many of you have not marched in a few months, but this will come back to you. I know many of you have not fought against Jarocin's ancient foe, but this is in your blood and in your training, and will likewise come back to you. Today I am proud to be your commander on this new adventure. And when we meet the green menace and drive them out of the Bor Jarocin I will be proud of you. Today many of you are green soldiers. But when we return you will be old veterans like me and Lord Vandan, though hopefully not as grey as he is."

There were chuckles at this in the ranks and Jan smiled his appreciation that they were in good spirits and were not adverse to the campaign to come. "Lord Vandan! You may lead the column north if you please!" And with that a new page in the history of Jarocin was begun.

*To be continued...*▪

*Orc Kudger by Darren Lysenko*

# WARSCRIBE

## SOFTWARE FOR MAP BASED CAMPAIGNS

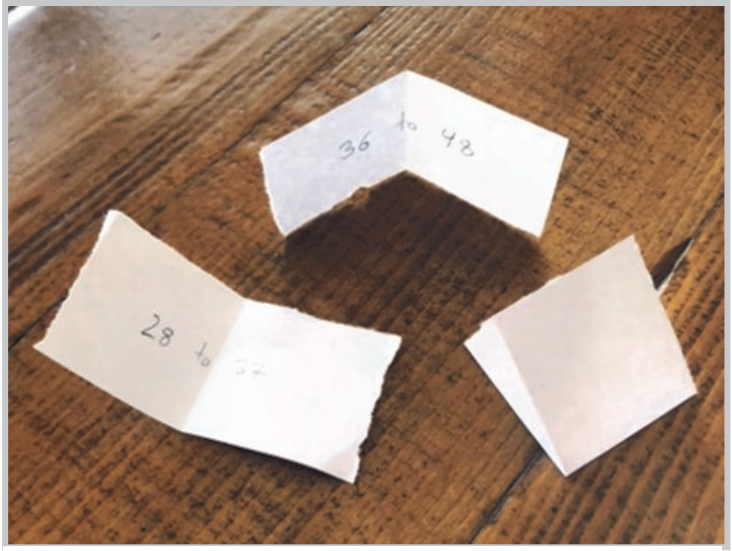
**By Jack Dluhy**

I have quite the emotional attachment to map based campaigns. When I was 10, I had just started playing fantasy wargames. My local game store ran a campaign, and participating in that experience opened up my eyes to a whole new level of strategy. Moving armies around a map, capturing territory, an overarching story, and backstabbing politics all contributed to making each game feel extra special. I still feel bad for one of the most devious moves in gaming history: showing another player the move I was going to make away from his capitol, and then erasing and changing it so that I moved into his capitol!

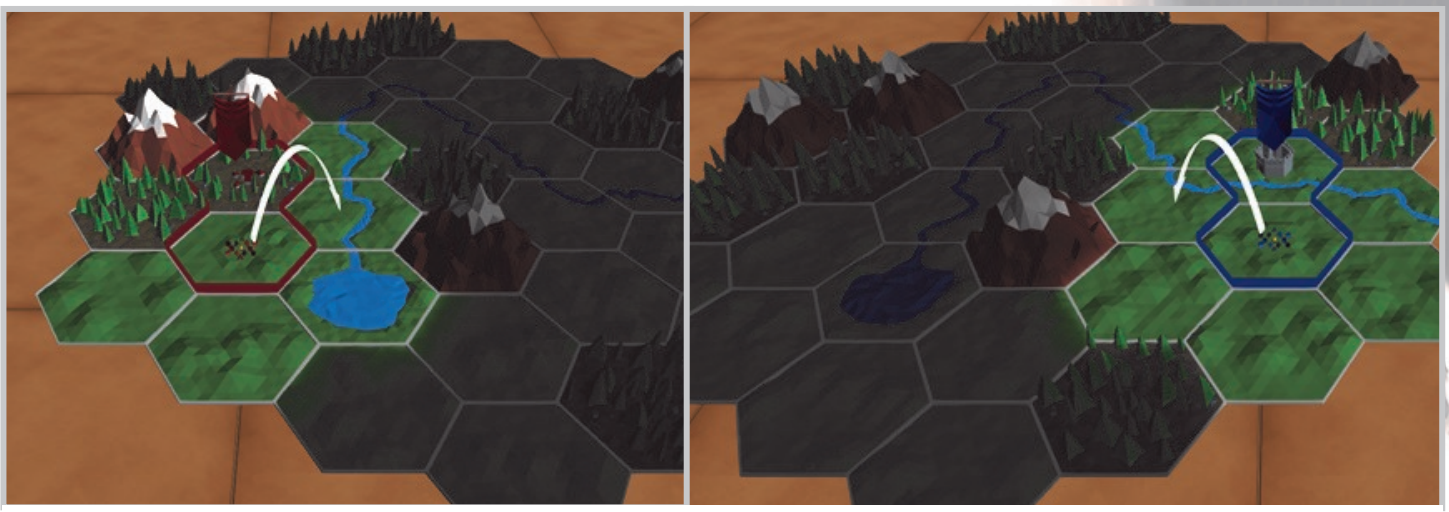
But despite the best intentions of the organizers, both campaigns I participated in ended up petering out and eventually ending prematurely. A big problem was getting everyone together to input their moves; another was that it was tough to keep people engaged during their busy lives, especially as clear leaders emerged fairly quickly. With a simple system of three territories equals one army, players that were able to avoid early conflicts and capture a lot of territory tended to steamroll players who got bogged down fighting other players.

I grew up, went off to university, and started a career as a software engineer. But I always had this lingering thought in my head that a web app would reduce or eliminate many of the problems that plague map based campaigns. So when the opportunity came up I decided to take a leap and start working on it full time!

I set out to build an app that would not only fix the problems that I experienced with campaigns, but also add new features that were not even possible (or very difficult) with an offline campaign. From the very start, I started building the app in a way that would support fog of war in the campaigns. Each player is hidden from the others until you move around the map and reveal the tiles. I think this is one of my favorite features; adding the unknown element really makes a campaign a unique experience.

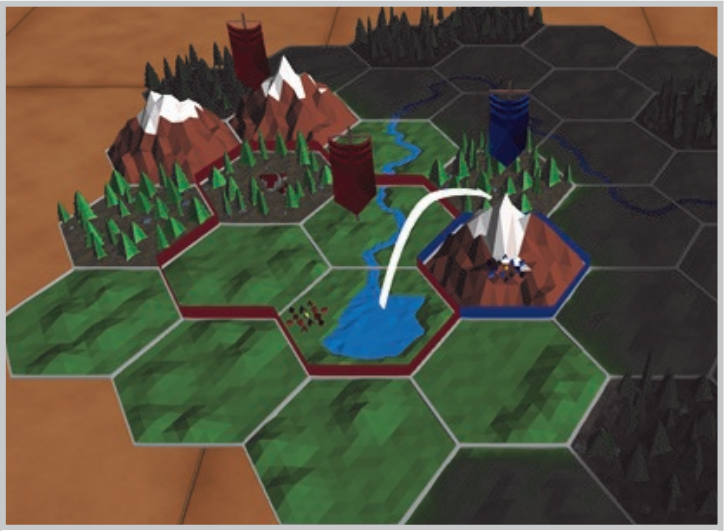



*We would write our moves on paper and submit them all at once. It was not easy.*



*Each player can only see a limited section of the map. Neither one knows where the other is!*

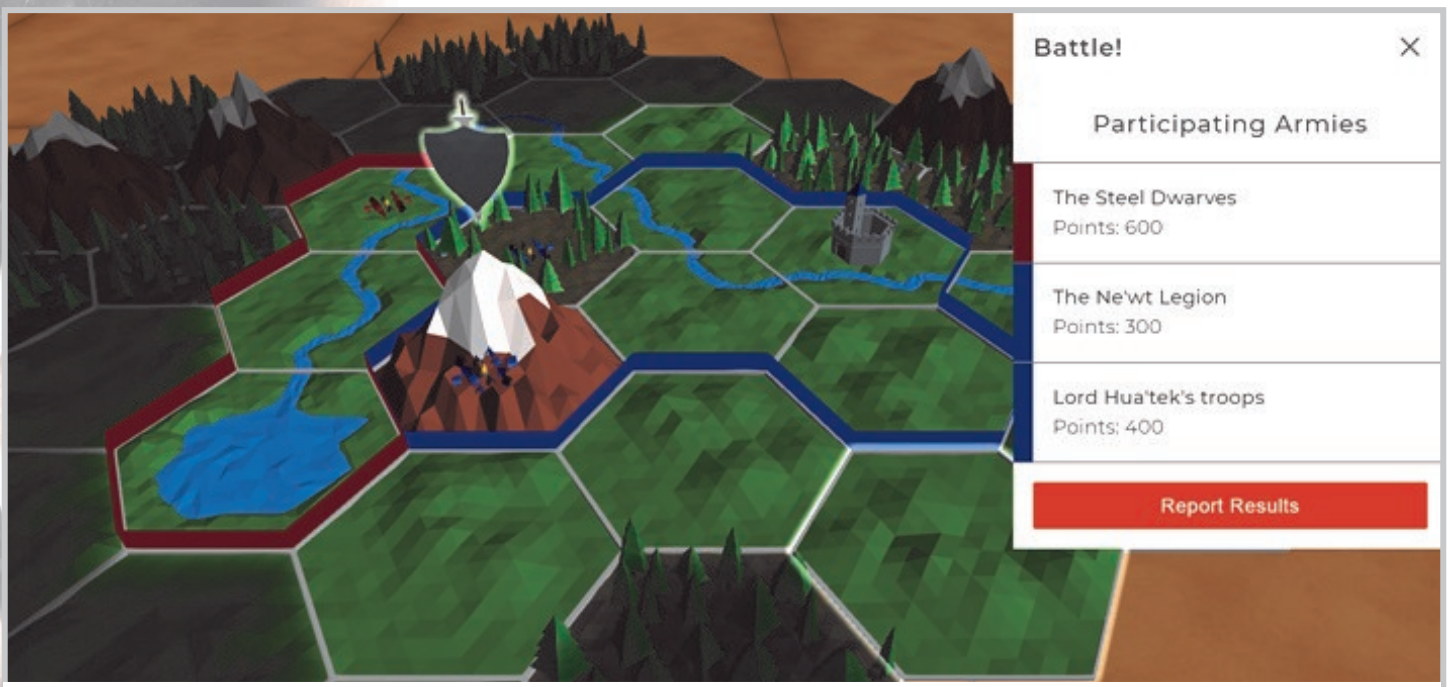
Each turn of the campaign consists of three phases: movement, battles, and administration. In the movement phase each player assigns move orders to their armies, without knowing what their opponents will do. Because each army can move independently and be different sizes, there's an interesting opportunity for armies to maneuver around each other, jockeying for position before eventually fighting. If an army tries to attack an enemy army, but that army tries to move away, there's a 50% chance that the army is able to catch it. If they do catch their enemy, then that blocks the enemy move. Imagine the cinematic scenario of a smaller army attacking and preventing a larger army from defending their city while another force moves in to take it. These are the kinds of story-driven scenarios I want to play out in my campaigns.



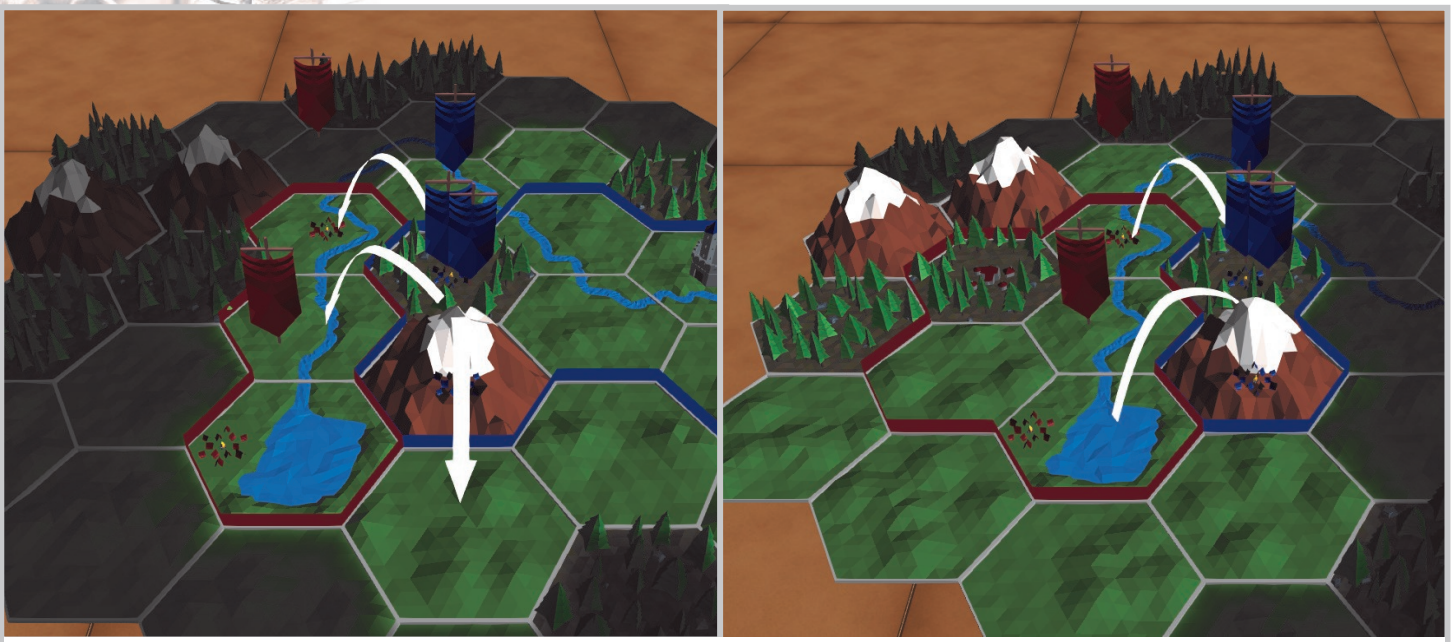
*Red thinks there's only the one army occupying the mountain. However a second Blue army is moving up to reinforce the position!*

During the battle phase, any armies that have encountered each other in the movement phase must fight a battle to determine the victor. Because I want Warscribe to be applicable to any miniatures game system, at this point most of the decisions around how to play your battles are left up to the players. Eventually I'd like to add in features that will generate maps based on the terrain, and scenarios based on the situation. I think neighboring armies should be able to be added as reinforcements that enter the battlefield late, but come if from behind the enemy or on a flank. In short, a campaign system is no good if it's not making your miniature wargames more fun, so a lot of work will go into that part of the software.

There are also consequences to your battles. Armies that lose will be reduced in size by 30




*Now the numbers advantage has turned… The Steel Dwarves now fight just to survive!*



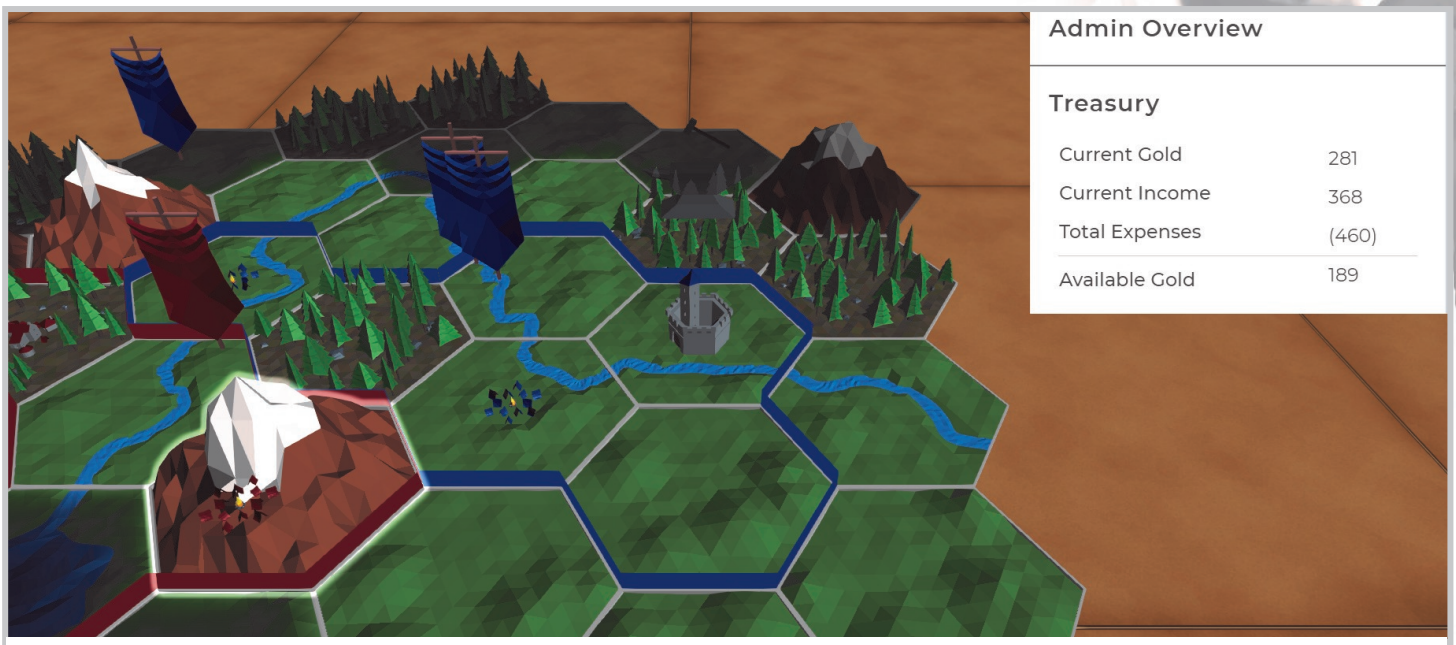
*Blue tries to maneuver around Red, planning to sweep around and surround him. Red decides to attack head on. Now there's a chance that he'll catch both armies, one, or neither!*

*The Steel Dwarves have caught both armies, and they now fight on the mountaintop. Two territories away, Blue has gotten the jump on Red and they fight across the river.*

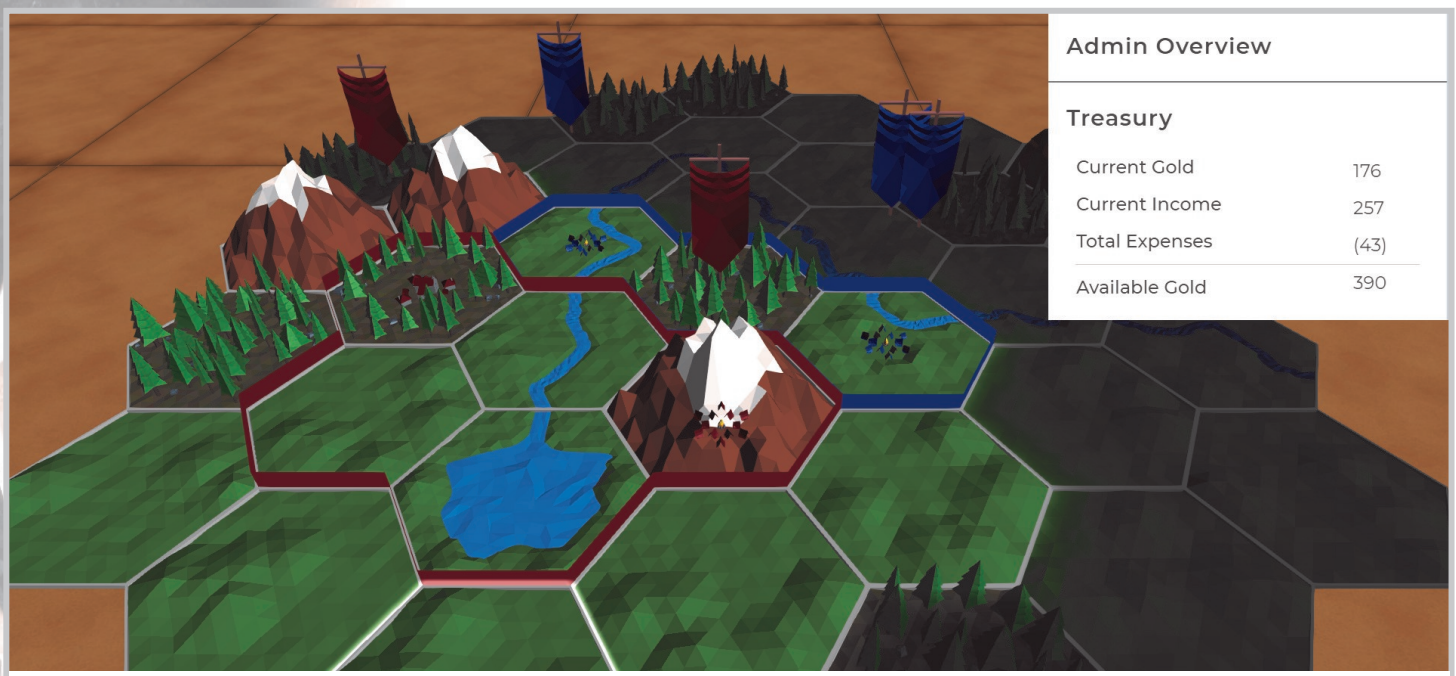
or 40 percent, while armies that win only minor victories will still lose 10 percent of their force! This simulates the real consequences of fighting, and makes sure that a player will think twice before needlessly sending their troops into battle!

The admin phase is where you manage your money. A player earns gold for the territories and settlements they own, and have to spend gold to upkeep their armies. They can spend gold to build armies or construct new settlements. At the moment this system is fairly rudimentary, but I'd like to add actions like spying, sabotage, raids, and more. My plan is to make a lot of this customizable, so that the players in a campaign can pick the options that will let them run a campaign just how they want.

You'll notice that there's been a lot of language of "I plan" or "I'd like to". It's been




*Blue's recent loss to Red has him building more troops to reinforce his reduced armies.*

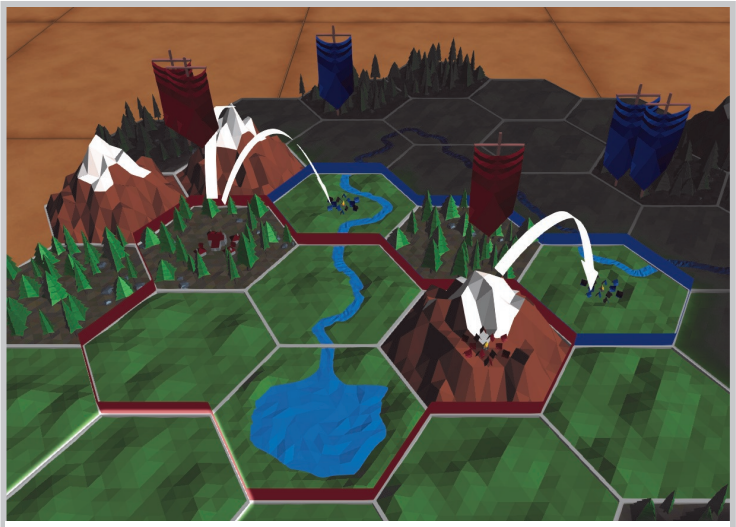



*Meanwhile, Red would like to build a settlement to reinforce his hard-fought mountaintop position. Unfortunately upkeep costs put him just shy of affording the 400 gold price tag.*

a lot of work just getting a basic version of the app up and ready, and I'm very proud of what I've accomplished so far. However in order to continue working on Warscribe full time I'm running a Kickstarter campaign to support full development of the app, including full support for mobile.

Kickstarter backers will have the unique opportunity to drive the design and development of the game. I have a lot of ideas about what I want to build, but I want the people that will be using the app to tell me what they want. Backers will have alpha and beta access to the software, letting them try out and test new features and rules as they get released.

If you're interested and would like to stay up-to-date with updates, you can join the Warscribe Facebook group. I will be posting the current version of rules so that you're aware of some of the nuances of the game. If you're interested and would like to try out the software, right now it is free and available at https://app.warscri.be. Just remember that it's an early version with minimal testing, so you might find bugs and problems. If you do, feel free to post in the Facebook group or send me an email at jake@warscri.be. This is an exciting time for me, and I hope I've piqued your curiosity enough to check it out!▪



*The campaign continues! Red presses forward off the mountain while simultaneously expanding northward.*

WARPATH

# CAMPAIGNS

**By Neil Barton**

*Self-described Mantic Fanboy! Played many games in the UK and Australia, but am firmly stuck on Mantic's simple rulesets and fun games.*

Warpath and Warpath Firefight are Mantic Games' Sci-fi battle Wargame, using 28mm figures of men, dwarves, robots and gribbly monsters who fight for control of planets and cities. The games' rulebook is split into 3 parts, as shown to the right.

The most epic version is Warpath itself with 70 to over 100 figures per side. I have yet to play a game in this version, but from glancing through the rulebook the obvious characteristic is the 'team' basing like Flames of War.

The medium sized version of the game is Warpath: Firefight and is designed for 20-70 minis per side. Both versions share many rules and unit characteristics. Mantic decided to split the rules up rather than have confusion depending on size of the game.

South Brisbane has seen a few intrepid nerds getting some games and even organising a slo-gro league from November to February. The aim is to finish with 2000pt forces and knowledge of the rules to allow so larger games in an afternoon.

Two distinct mechanics of the game are: alternating activations and Command orders. Alternating activations means each player activates a single unit at a time until all units are activated. The player who finishes first gets the benefit of starting the next round first. Warpath also uses a Command mechanic where army and unit leaders add to a pool of custom D8's which are the command pool. The orders are in 3 levels, which allow units to do uber-super-duper things like move 3 times or activate two units together.

Five local chaps picked up Warpath via Mantic's notorious Kickstarter Avenue, which meant bulk load of minis landing at once and not getting painted for a long time. Well, one piped up 'what about a slo-gro league then boys?' and we were off.

I picked up Forgefathers (AKA Space Dwarves). Not one to be fickle, but my fav Youtube painting channel recently had an Imperial Fist tutorial. Not one to shirk from a challenge, I set up the airbrush and some

practice models and got to the yellow paint!
I learned a new technique for army painting: stick all the identical minis onto a single garden stake. This saves time by not having to move minis around so much, and sets you up for a great production line style painting session.

We start off with 750pt forces. Above you can see a leader and three units.

Battle report:

*Representatives of two ancient cultures: the Star Empire and the Star Realm, had chosen the same key objectives to occupy. With typical arrogance, the Asterian Cyphers deployed in the open, staring down the uncouth Brokkrs. An opening salvo from the plasma vortex on the supporting platform failed to make contact, and the Brokkrs unleashed their not-so-secret weapon; the inferno drill cut down two Cyphers in quick succession. The remaining Asterians scattered, with the Forge Fathers cautiously advancing into the now (apparently) empty compound.*

*With an ululating cry, a storm of Kalyshi savages tore through the left flank of the Steel Warrior formation, driving them from cover ahead of the steadily advancing Cypher Wardens. Taking up refuge in a nearby forest, the Kalyshi started eyeing their next targets. With a wry grin, the Brokkrs turned and unleashed their innate mastery of engineering, cutting through the physical and technological cover of the Kalyshi in a shredding fusillade of hailstorm bullets and inferno blasts. The thorn in the left flank had been eliminated.*

*On the right flank, the Steel Warriors cautiously approached an empty building, appraising it's worth as a defensible redoubt. Before they could take up residence, the injured Cyphers strode through, blocking the door and unleashing fission beam blasts that punched through the Steel Warrior Huscarl's shields. The Wardens occupied the second structure, and it seemed that the Asterians would keep the Forge Fathers at bay, with*

*frequent enervations from their Overseer. They reckoned without the implacable might of the Forge Lord. Shrugging off charge blasts, energy beams, and lethal blows from the Cypher Prime's energy blade, the Forge Lord drove the Wardens from the building, re-engaged them in their fallback position, and stomped up the hill to confront the Overseer in person. In a desperate defensive action, the Cypher Prime charged the Forge Lord, swayed aside from a blow that killed his sole remaining triad brother, and cut down the Forge Lord metres from his Clade master.*

*The Asterians held the field, but it was a bloody victory.*

*If you wish you join or have a go at Warpath, get in touch via social media or nealbarton@hotmail.com*▪

# NEO-BOT PAINTING TUTORIAL

**By Jack Bryant**

Having received my Kickstarter copy of Dreadball V2 through the post over the festive period, I was able to find some time to sit down with my lovely new package and open it up and have a look. I am very impressed so far by what I see and I really want to get all four teams painted up. Having a few days left before I inevitably have to go back to work I sat down and painted the first team in double quick time.

**Neo-Bot Team : Paint in three steps!**

Fresh out of the box!

Step 1 : Prime in Black

Step 2 : Wet Brush Shining Silver (Army Painter)

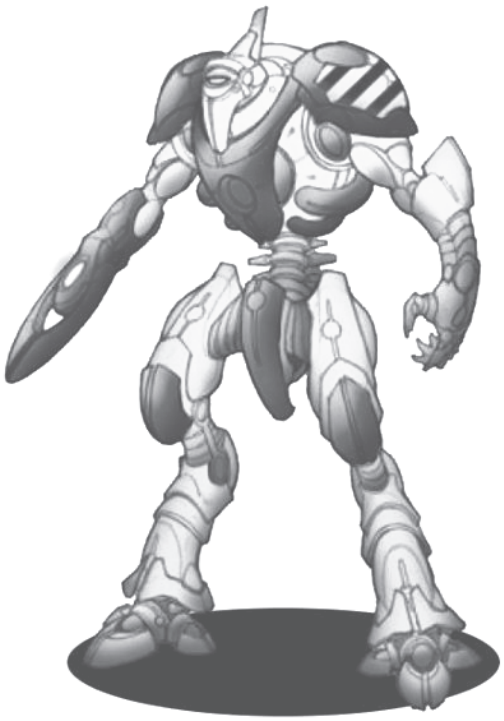
For this step I wanted a little black left in the recesses to help to create highlights in step 3. I used a rather wet dry brush technique. The silver easily covered the model, but didn't completely cover the model.

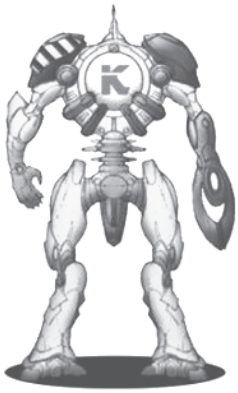
Step 3 : Tamiya Clear Red

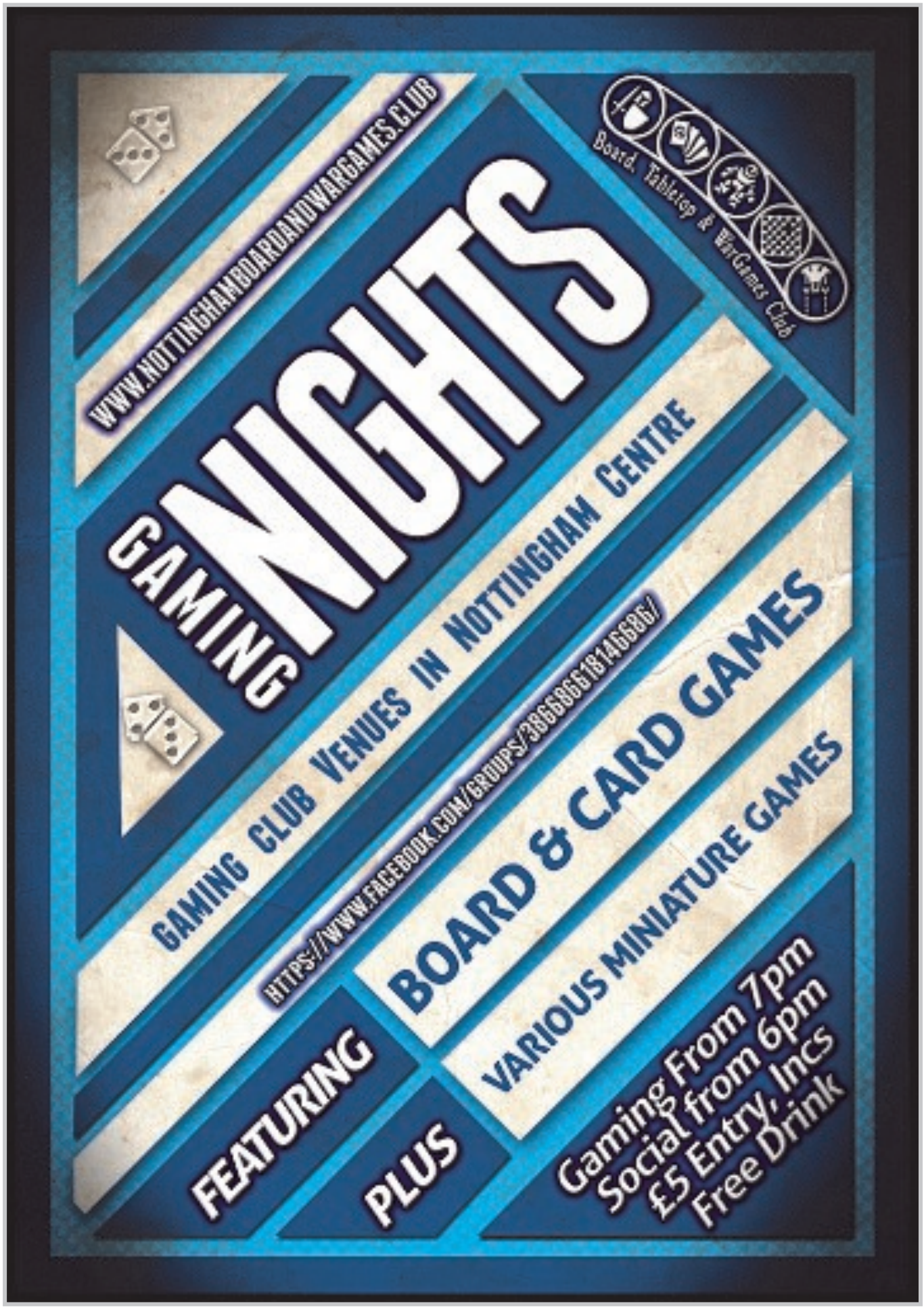
The last full step was to then paint Tamiya Clear Red over the miniature, leaving just the glove and an area on the chest for decals.

For the guard models I left parts of the shoulder pads and legs silver also to give some variation. After this I just touched up the silver parts ensuring they were free from any Tamiya Clear Red.

On the next page, you can see the finished team, ready for action!▪



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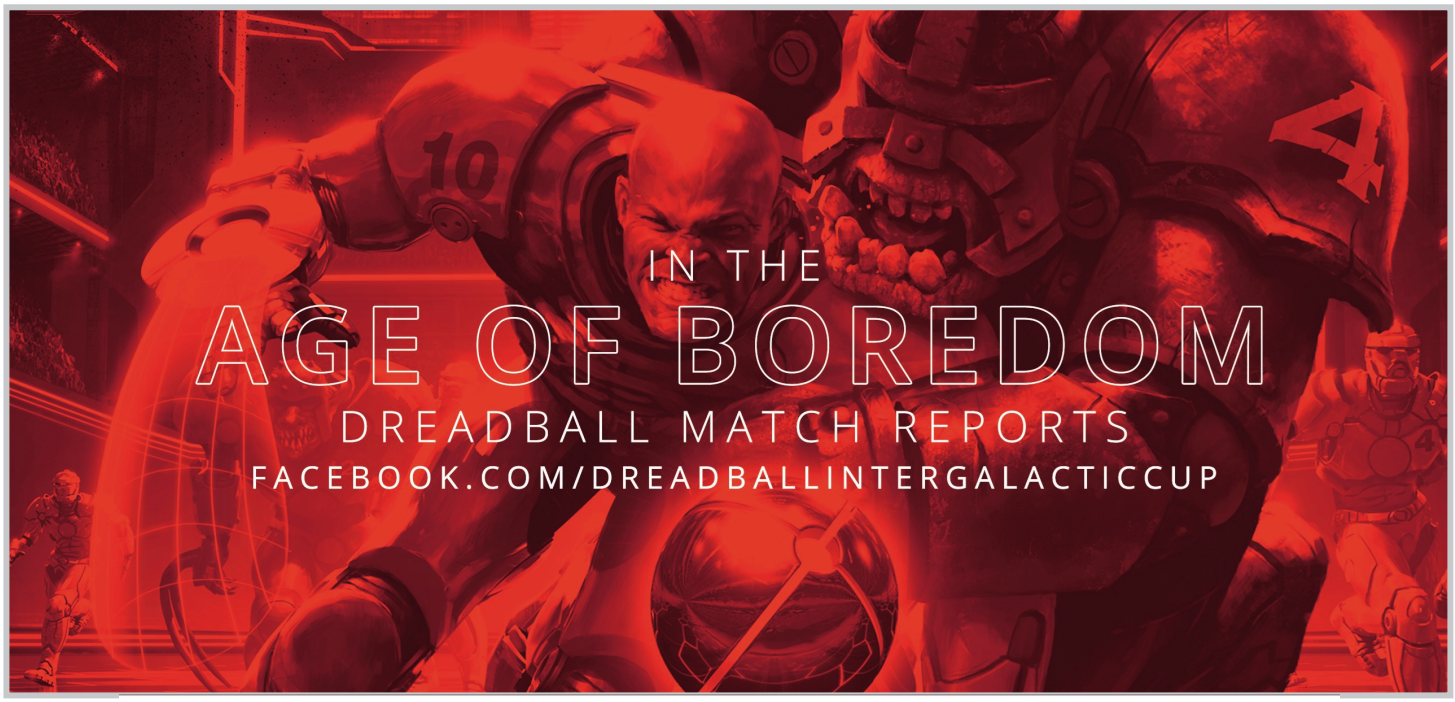

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